

RISK

TRADEMARK

REGISTERED IN U. S. PATENT OFFICE

RULES FOR SHORT GAME

FOR

Parker Brothers' Continental Game

COPYRIGHT © 1960 BY

Parker Brothers Inc.

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U.S.A.

Before playing the short version of this game, players should familiarize themselves thoroughly with the regular game. While the short game is very enjoyable, it does not afford as much of the unusual strategy found in the regular game. However, this version of the rules makes for a considerably shorter game without changing the basic principles of play which are so extraordinary in Parker Brothers' Continental Game.

All of the regular rules apply to the short game *except* for sections (h) and (i) under the heading "**The Play.**" These two sections (h and i) are different, as shown below, and constitute the only changes from the regular rules.

(h). PLAY OF CARDS:

FOR EACH TERRITORY THAT A PLAYER CAPTURES ON HIS TURN, HE IS ENTITLED TO TAKE ONE CARD FROM THE DECK THAT HAS ALREADY BEEN PLACED FACE DOWN ON THE TABLE. Thus, if a player captures three territories on his turn he receives three cards from the deck at the end of his turn. Likewise, if a player captures seven territories he takes seven cards at the end of his turn and if he captures only one territory he takes only one card. However, he does not get a card if he fails to capture a territory on his turn. Any cards that he receives he places face down in front of him without disclosing them to his opponents.

These cards are extremely valuable because, after a proper combination has been collected, they may be used **at the start of a future turn** to acquire additional armies. For this purpose the territories on the cards are ignored, and players concern themselves only with the black figures (foot soldier, horseman, and cannon). Before a player can use his cards he must have at least three cards and these cards must consist of one of the following five combinations:

1. three horsemen
2. three cannons
3. three foot soldiers
4. one of each kind
5. any two cards and a joker

(since a joker bears all three symbols, it will always make one of the other combinations when used with any two other cards.)

A player is not required to turn in his cards for armies on the first turn after getting one of these combinations. He may hold them in the hope of acquiring a larger number of armies on a subsequent turn. However, a player who holds *more* than 4 cards at the **start** of his turn **must** turn in enough sets of cards to reduce the number of cards in his hand to four or less. (It is always possible to make one of the above combinations when a player is holding 5 cards).

In this variation of the regular game, the first set of cards which a player turns in at any one time, is **A BASIC SET**. If he plays one or more additional sets of cards on the same turn, each additional set is **A BONUS SET**. The first BASIC SET of cards turned in is worth 4 extra armies. These armies are in addition to any others to which that player is entitled on his turn. The second BASIC SET of cards, regardless of which player turns them in, is

worth 6 extra armies. Additional BASIC SETS are worth extra armies in accordance with the table listed below:

3rd	Basic Set	8
4th	" "	10
5th	" "	12
6th	" "	15
7th	" "	20
8th	" "	25

ETC.

After the eighth set each additional BASIC SET of cards which is turned in increases the number of armies by five. Thus, the 12th basic set of cards turned in is worth 45 armies. It should be particularly noted that the value of a basic set goes up each time that a player turns in a BASIC SET of cards regardless of which player plays them. For example: If a player, who has been unable to play a set of cards turns in a combination after three BASIC SETS have been turned in by other players, he is entitled to 10 armies. **It is the total number of BASIC SETS of cards which have been played regardless of who plays them that determines the number of armies that a player gets.** A player may turn in only one BASIC SET of cards on each turn, but in addition he may also turn in BONUS SETS of cards and, in fact, must turn in BONUS SETS of cards when at the start of any turn he has more than four cards remaining in his hand after turning in a BASIC SET of cards. BONUS SETS of cards never increase the value of BASIC SETS of cards. Each BONUS SET that is turned in on any turn is worth 5 extra armies until the 6th BASIC SET has been turned in. Once the 6th BASIC SET of cards has been turned in, all BONUS SETS thereafter are worth 10 extra armies (instead of five) for the remainder of the game in accordance with the table listed below:

1st	Basic Set	4	All bonus sets are worth 5 armies.
2nd	" "	6	
3rd	" "	8	
4th	" "	10	
5th	" "	12	
6th	" "	15	All bonus sets are worth 10 armies.
7th	" "	20	
8th	" "	25	

ETC.

It is advisable to make one player responsible for keeping a record on paper of the number of BASIC SETS of cards turned in. Cards which are turned in are placed face up alongside of the draw pile to form a discard pile. If the draw pile is used up, the cards in the discard pile are reshuffled and placed face down to form a new draw pile.

Because one oblong piece is equivalent to 10 armies, it may be exchanged for 10 cubes (or vice versa) at any time during the game. These exchanges will be a convenience as larger numbers of armies come into play in the later stages of the game.

(i). ELIMINATION OF OPPONENTS:

One of the important plays of this game is the elimination of an opponent. A player, who on his turn, is able to take from the board the last remaining piece of an opponent, receives at once all cards which that opponent has in his possession. He may combine them with the cards which he holds, and if he can make a set, he may turn it in immediately on that same turn to collect additional armies. This set is a BASIC SET even though he may have played a BASIC SET at the start of his turn. If, as frequently happens, this player can make one or more BONUS SETS in addition he may also turn them in receiving the proper bonus for each set. This situation can arise only when the total of cards which a player holds, when added to the cards of a player whom he has eliminated, equals six or more. **He must turn in** enough sets to reduce to four or less the number of cards which he continues to hold. These new armies must be placed on the board in the usual manner. The player may then continue to play if he wishes, or he may pass the dice to the next player.

SPECIAL NOTE ON SHORT GAME:

Due to the nature of this version of the game, players will find it more to their advantage to keep on the offensive rather than on the defensive.